auto modellista™

EVERYONE

E

CONTENT RATED BY ESRB

CAPCOM®

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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CAPCOM®

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting AUTO MODELLISTA™ for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM HINT LINE

Hints are available:

1-900-976-3343

$.99 per minute for 24-hr. pre-recorded information. $1.35 per minute for live Game Counselor assistance. From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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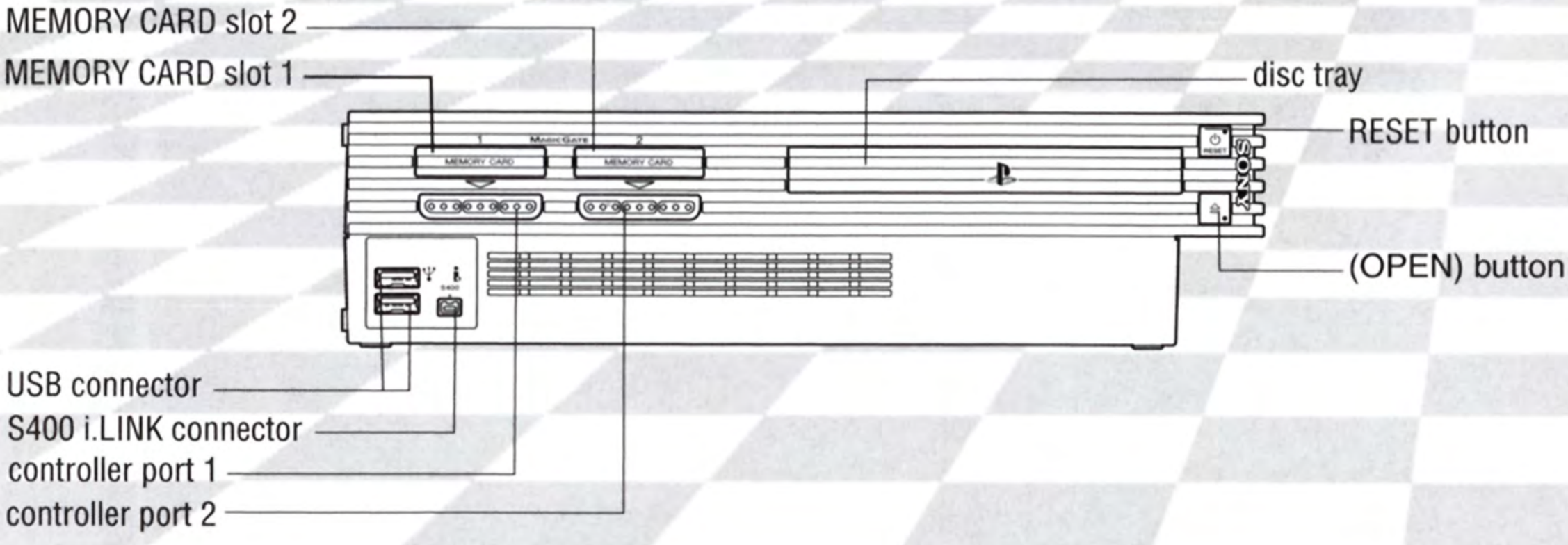
GETTING STARTED



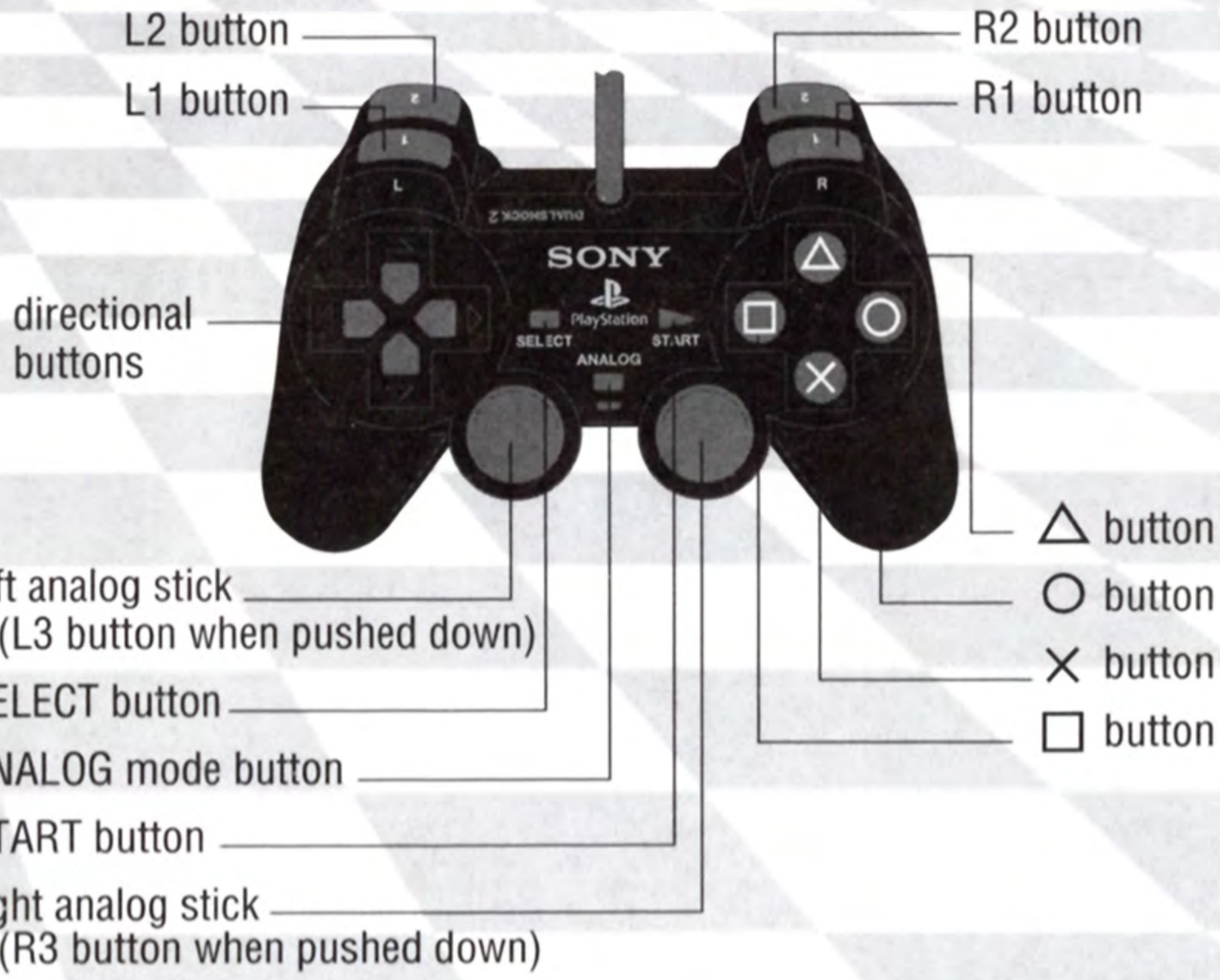
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the ***AUTO MODELLISTA***™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 analog controller



MENU CONTROLS

directional buttons/left analog stick . . . select option

× button . . . . . confirm selection

○ button . . . . . cancel selection

RACING CONTROLS

START button . . . . . start game/pause and open Pause Menu

× button . . . . . accelerate

directional buttons/left analog stick . . . steer

R1 button . . . . . shift up

L1 button . . . . . downshift

□ button . . . . . brake

○ button . . . . . emergency brake

△ button . . . . . hazard lights

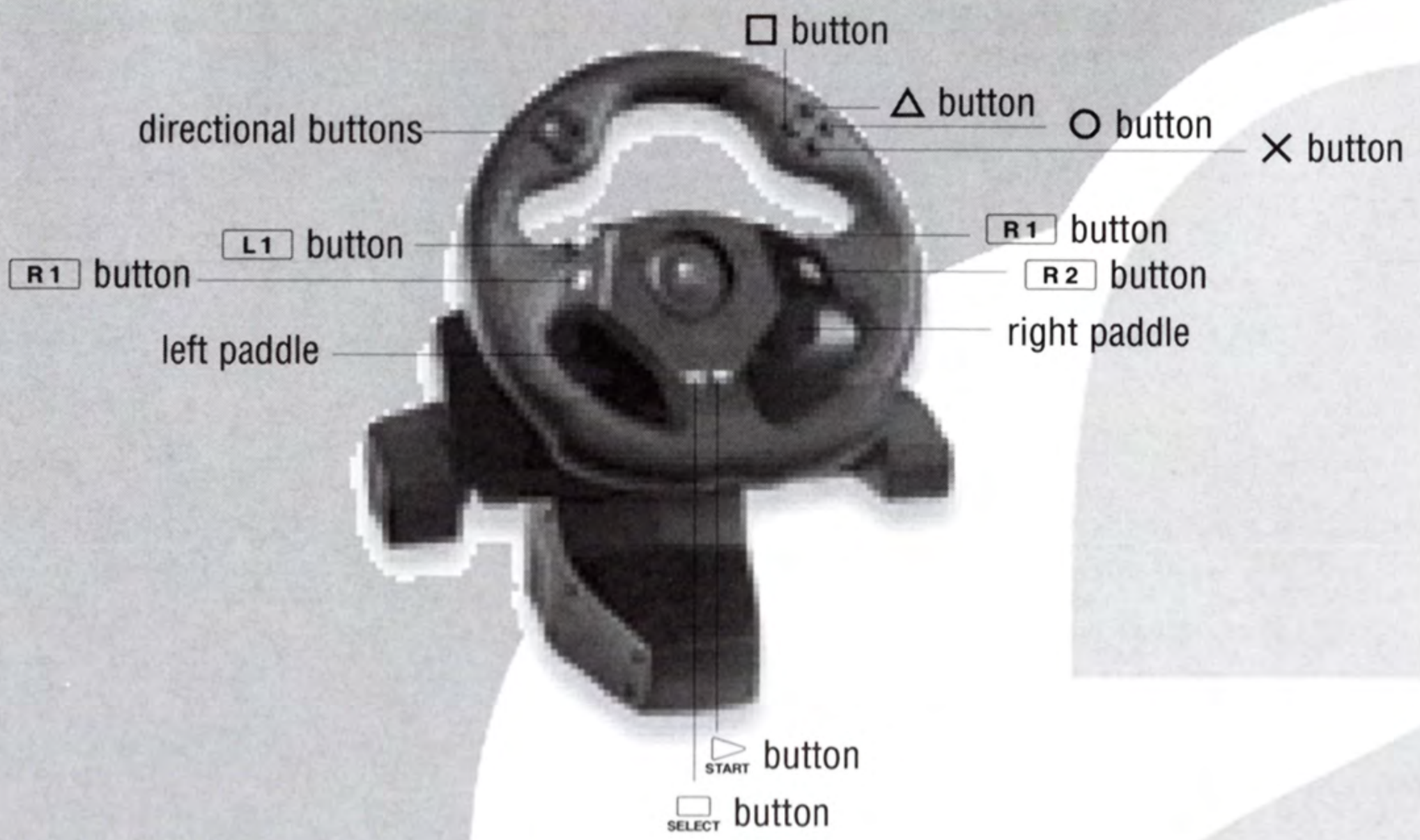
L2 button . . . . . switch to rear view

R2 button . . . . . change camera angle

L3 button . . . . . horn

- For one player, connect the controller to controller port 1. For two players, connect controllers to controller ports 1 and 2.
- When vibration is set to ON, the controller will vibrate in response to game events. You can turn vibration ON/OFF in the Options Menu (see page 6).
- The default controls can be changed in the Options Menu.

LOGITECH® DRIVING FORCE™ steering wheel



MENU CONTROLS

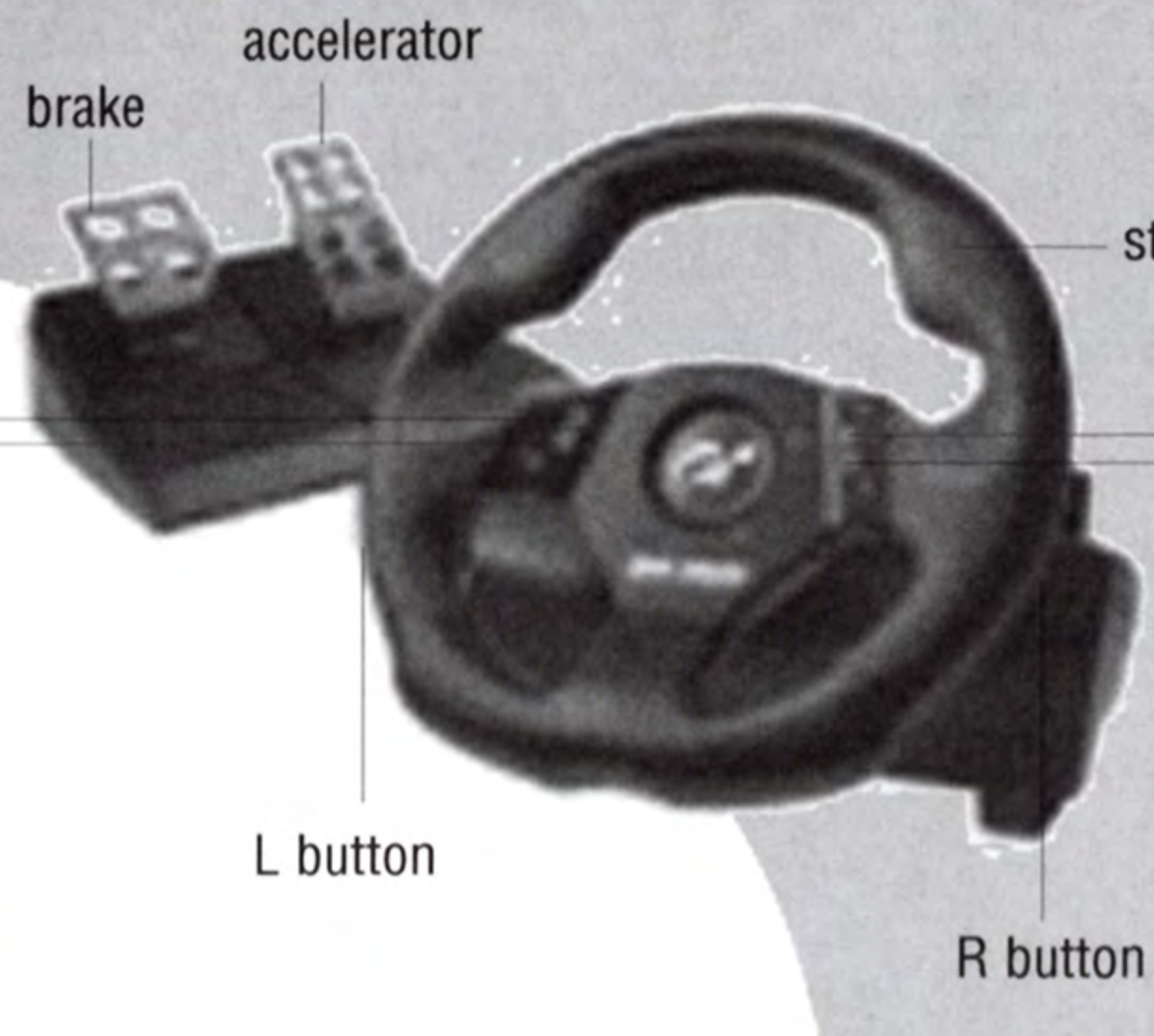
directional buttons	select option
× button	confirm selection
○ button	cancel selection

RACING CONTROLS

START button	start game/pause/open Pause Menu
accelerator/× button (right paddle with pedals not connected)	accelerate
steering wheel	steer
R1 button/R3 button (right paddle with pedals connected)	shift up
L1 button/L3 button (left paddle with pedals connected)	downshift
brake/□ button (left paddle with pedals not connected)	brake
○ button	emergency brake
△ button	hazard lights
L2 button	switch to rear view
R2 button	change camera angle
SELECT button	horn

automo

LOGITECH® GT FORCE steering wheel



MENU CONTROLS

steering wheel	select option left/right
R button/L button	select option up/down
accelerator	confirm selection
brake	cancel selection

RACING CONTROLS

A button	start game/pause and open Pause Menu
accelerator	accelerate
steering wheel	steer
R button	shift up
L button	downshift
brake	brake
X button	emergency brake
B button	switch to rear view
Y button	change camera angle

Please read the Logitech® Driving Force™ or GT Force steering wheel manual before playing the game. The steering wheel will not work through a USB hub.

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POWERING UP

Turn on the power and press the START button to display the Game Mode Menu. If you are using a memory card (8MB) (for PlayStation®2) containing ***AUTO MODELLISTA*** save data, the save game auto-loads when you power-on.

ABOUT SAVE DATA

In order to save, you must be using a memory card (8MB) (for PlayStation®2). This game requires at least 240KB of free space on the memory card in order to save ***AUTO MODELLISTA*** game data.

- Save your main game data (such as Garage Life Data).
- Save various race data from the different modes or the remixed data from the VJ & Theater Mode.
- Save your network settings file as well as your opponent's ID data. A network settings save file requires 2,048KB of free space.

Do not press the MAIN POWER switch or RESET button or remove the memory card while saving a game, or your save data could be lost.

SELECTING A GAME MODE

You can select any option on the Game Mode Menu. Use the directional buttons/left analog stick or steering wheel paddles to highlight your selection. Press the × button or the accelerator pedal to confirm your choice.

Save/Load – Save or load your main game data.

Garage Life – 1 player only. Participate in races with your customized car. (See page 12.)

Arcade – 1 or 2 players. You can join in right away. Also, you can split the screen into halves so two players can race simultaneously. (See page 10.)

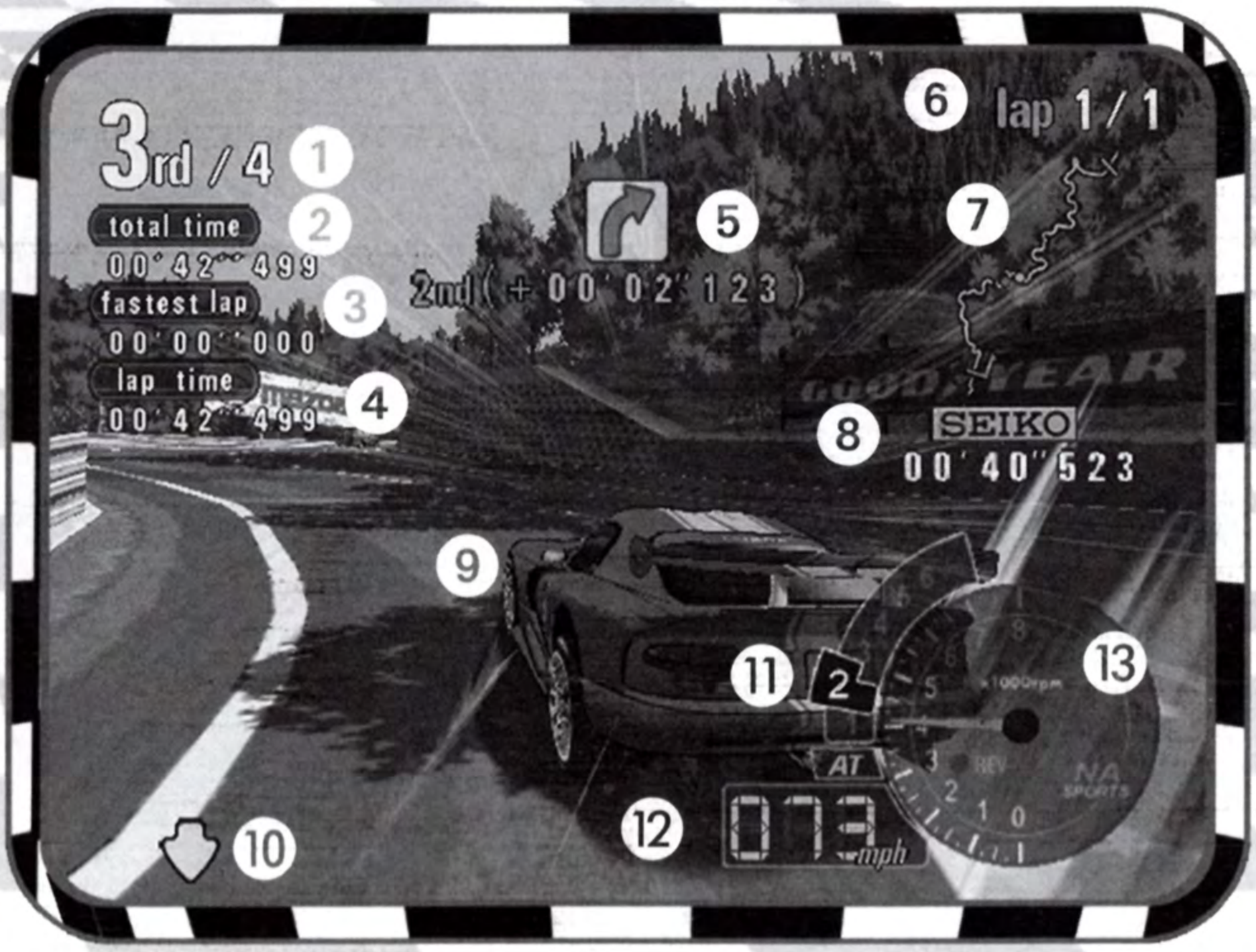
VJ & Theater – Manage, edit, and play your replay data. You can even create your own original images. (See page 20.)

Network – Use a broadband modem to connect with other players around the world. Race against them and talk on the chat line. (See page 22.)

Options – Adjust the game controls and various game settings, including:

- ***Camera Angle*** – Set the game view. (During a race, press the R2 button or the Y button.)
- ***Visual Effects*** – Turn visual effects ***On*** or ***Off***.
- ***Corner Guidance*** – Turn the course indicator (showing the next turn direction) ***On*** or ***Off***.
- ***Meter Color*** – Change the gauge color to ***Black*** or ***White***.
- ***Ghost Car*** – Turn the ghost car ***On*** or ***Off*** in Time Attack Mode.
- ***Controller*** – Toggle the DUALSHOCK 2 analog controller's vibration ***On*** or ***Off*** or set up the steering wheel and pedals.
- ***Sound Type*** – ***Audio*** – Choose ***Stereo*** or ***Monaural***; ***SE Volume*** – Adjust the volume of in-game sound effects: ***BGM Volume*** – Adjust the volume of background music.
- ***Screen Adjust*** – Adjust the position of the game screen on your TV.
- ***Ranking*** – Check the highest ranking players.

RACE SCREEN



① Current position/total number of cars
② Your total race time
③ Your fastest lap time
④ Your current lap time
⑤ Course indicator (displays direction of next curve)
⑥ Current lap number/total number of laps in this race
⑦ Course map (your car = red dot/opponents = blue dots)
⑧ Your current total time at the marker
⑨ Your car (depending on perspective may not be on screen)
⑩ Car approaching symbol (displayed when opponent car approaches)
⑪ Your current gear
⑫ Your speedometer
⑬ Your tachometer (total revolutions)

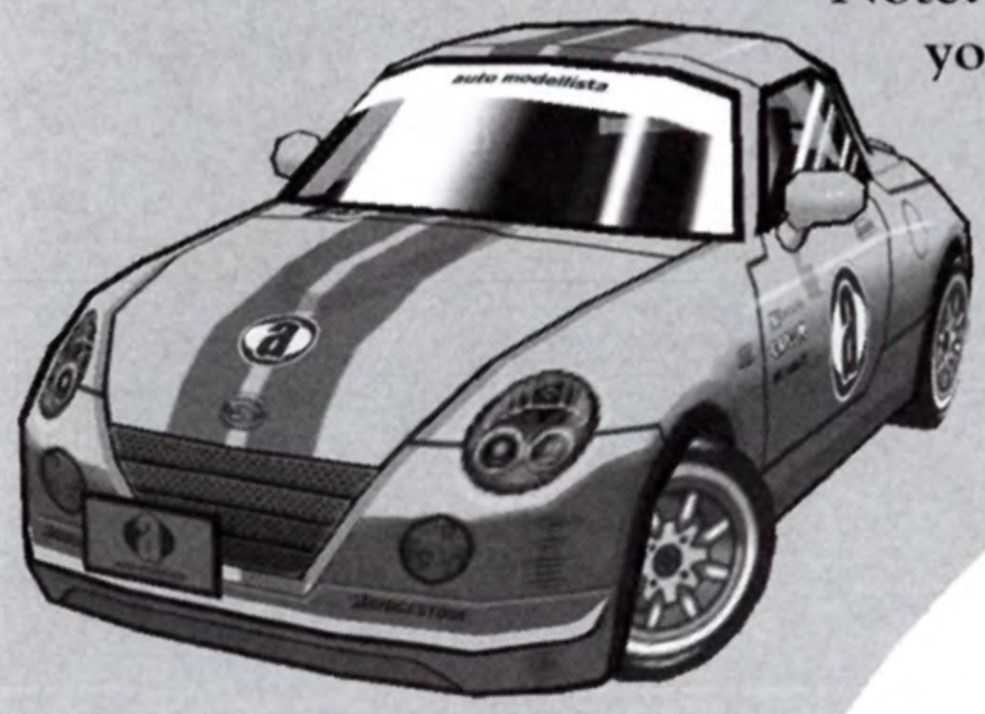
Depending on the mode or course type, only certain items might be displayed. Screen items not shown above include the Boost Gauge (for turbo cars only).

Many scenes of high-speed driving are depicted in this game. Do not attempt to recreate these scenes or drive irresponsibly. Always follow all driving safety laws.

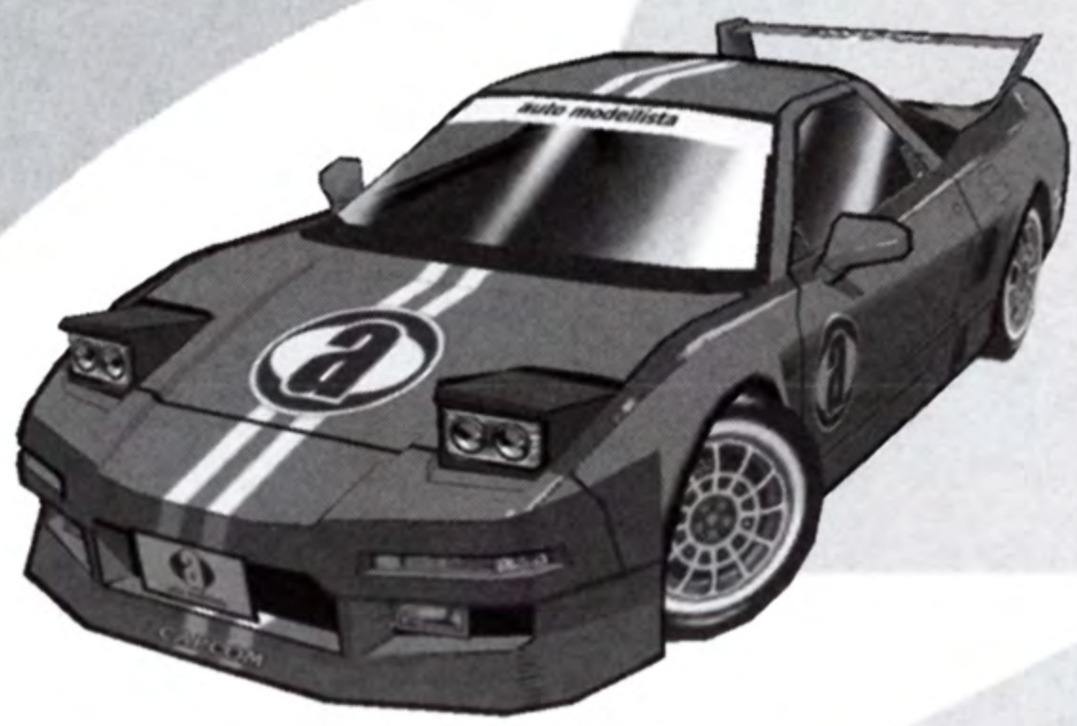
RACE CARS

AUTO MODELLISTA's vehicle lineup is based on famous automakers and includes esoteric cars that avid racing fans are sure to recognize. You'll want to try out all the cars, including these and many more ...

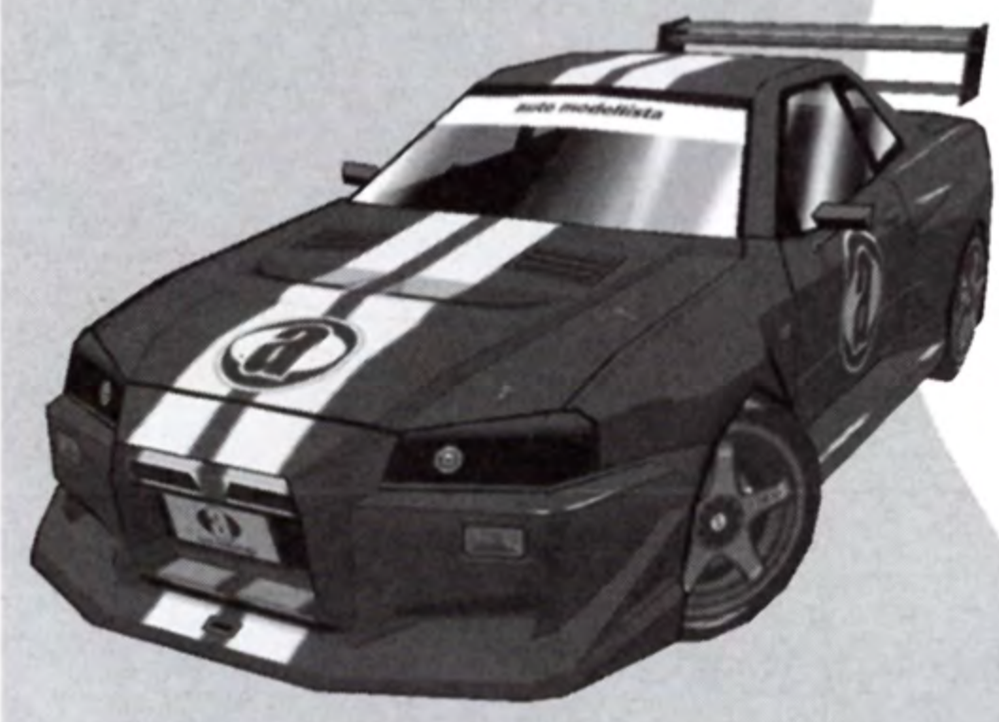
Note: some cars become selectable only after you meet certain conditions.



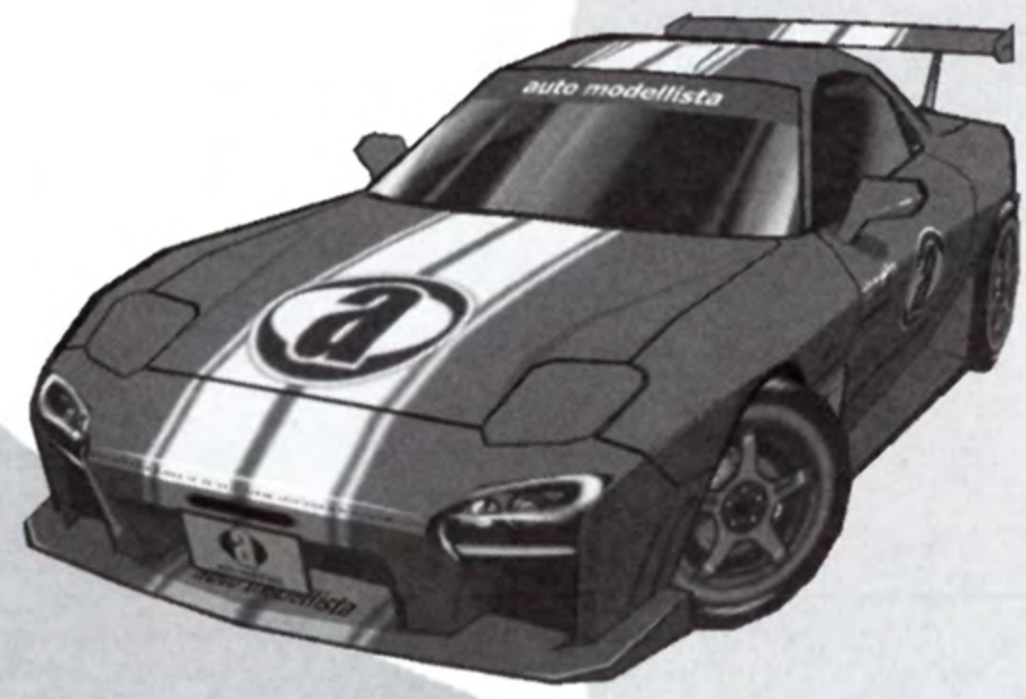
DAIHATSU COPEN



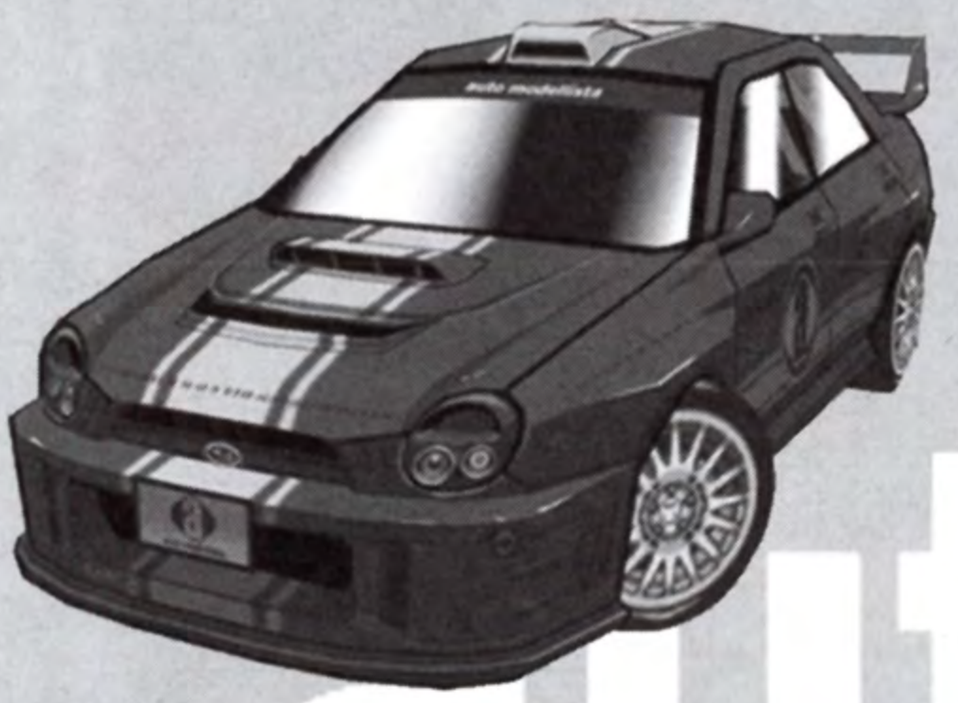
HONDA NSX



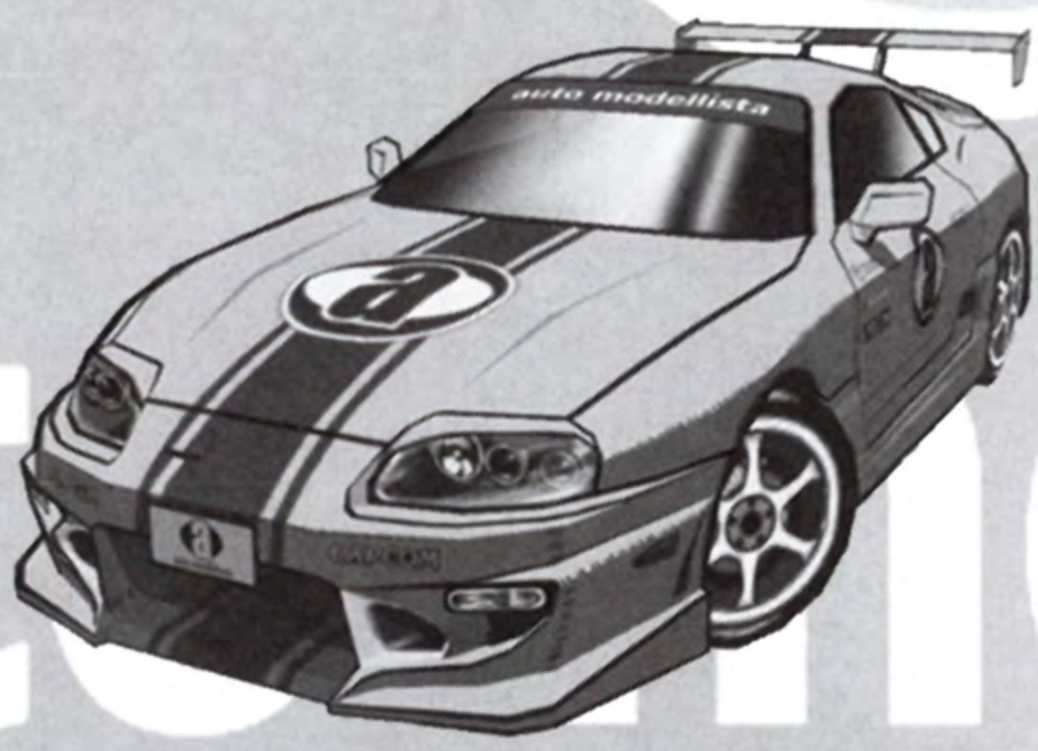
NISSAN SKYLINE GT-R



MAZDA RX-7



SUBARU IMPREZA WRX



TOYOTA SUPRA RZ

... and many more!

COURSES

Here you'll see a sampling of the many race tracks that make their debut in ***AUTO MODELLISTA***. All courses are real locations that have been modeled into race tracks.

SUZUKA CIRCUIT

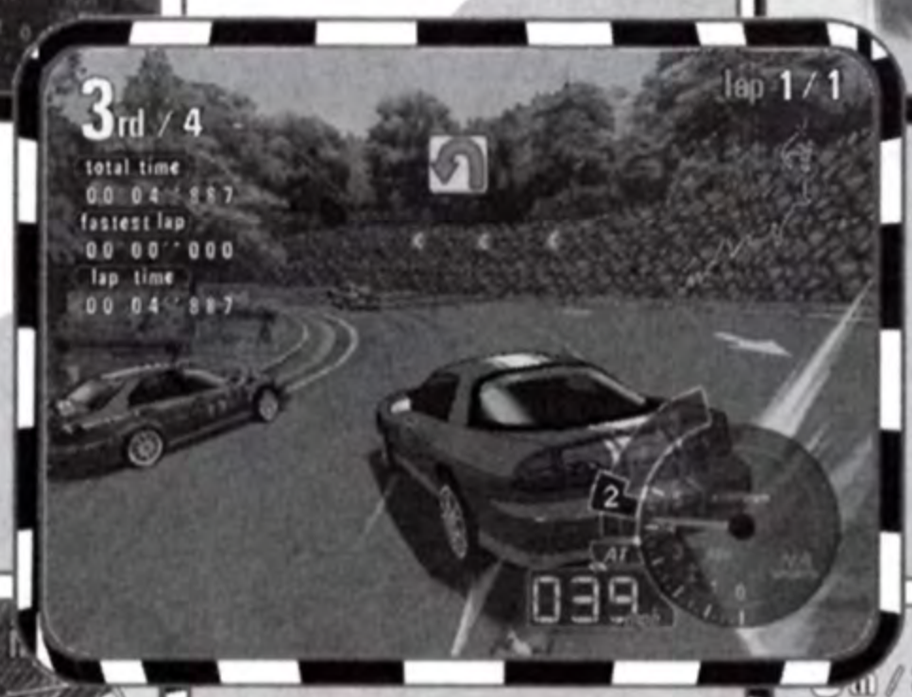
This international racing circuit is in Suzuka, Mie prefecture.

SHINJUKU W

This city circuit is based on Shinjuku, Tokyo.

SHINJUKU E

An even more demanding city circuit is based on Shinjuku, Tokyo.



URA ROKKOU FREEWAY

Based on the Ura Rokkou Freeway in Hyogo, this circuit features uphill and downhill challenges.

HANSHIN HIGHWAY

This circuit is modeled on the Hanshin highway in Osaka.

AKAGIYAMA

This circuit, based on the Maebashi Akagiyama in Gunma prefecture, demands high level driving skill.

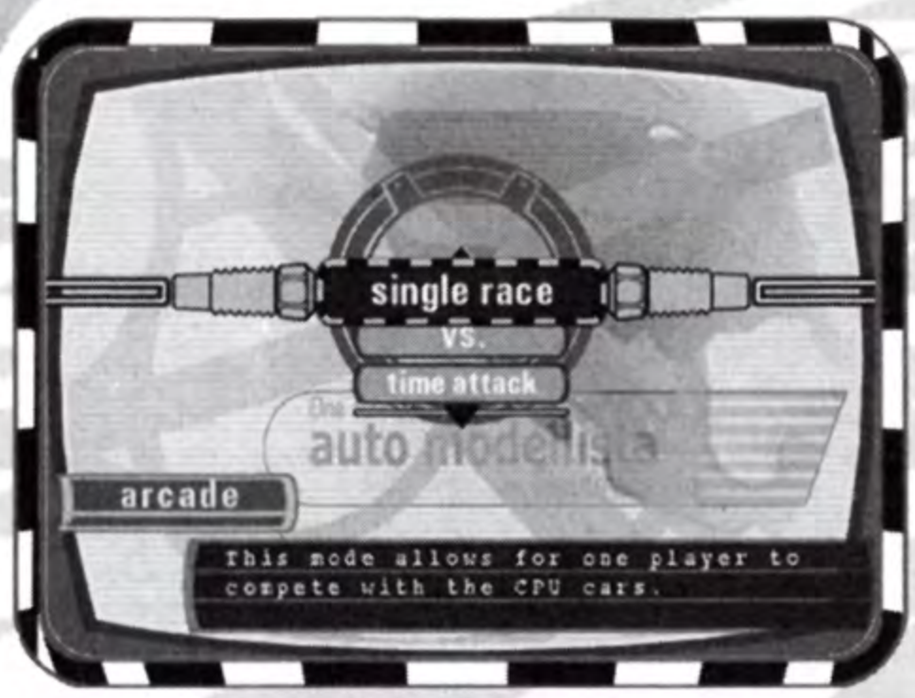
U.S. SPEEDWAY

This 1.5 mile oval course tests your skill with large and small curves. How you clear the sharp curves will make or break this course.

U.S. DIRT TRACK

Accelerating too quickly on this loose surface can easily cause your car to spin out. Using your accelerator skillfully is key.

ARCADE MODE



Enjoy the race! Participate in this mode using a default car or your own customized vehicle. In this mode, getting started is easy. Also, you can split the screen and face off against an opponent.

When you select Arcade Mode, the Arcade Menu is displayed:

Single Race – Race against a CPU opponent.

VS. – Race against a friend on a split screen.

Time Attack – Choose a race and aim to get the fastest lap time. You can save your fastest lap time or race against your own "ghost car."

After choosing a race mode, you'll continue through various selection screens to the race itself.

COURSE SELECT

Select a course from those displayed. When choosing a course you will sometimes have the option to choose between a normal, reverse, uphill, or downhill type. Change options by moving the directional buttons, left analog stick or steering wheel ➡ or ⬅. (Some courses are not available until you meet certain conditions.)

BGM SELECT

Choose the music you'll enjoy while racing.

CAR MAKER/TYPE

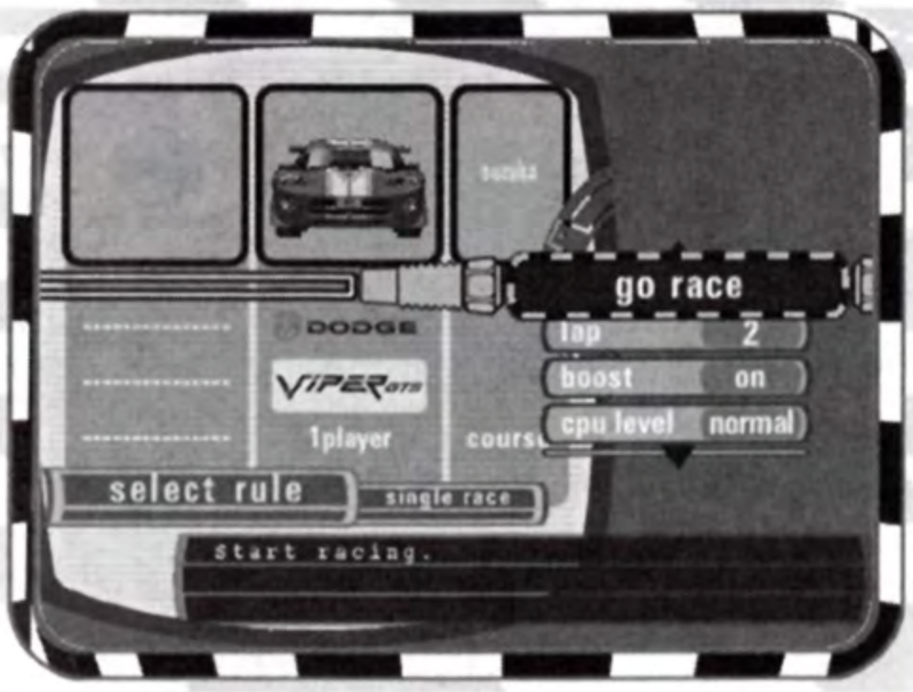
Choose the manufacturer and type of car you will drive (some cars are unavailable until you meet certain conditions). If you have Garage Life save data, you can use it by selecting ***Sub Garage*** and choosing the data.

Select Car – Press ⬆ or ⬇ to select from various cars (some cars are unavailable until you win some races).

Design Selection – Choose car design and color:

- ***Normal*** – Standard color and equipment.
- ***Style 1 – AUTO MODELLISTA***'s original logos and color.
- ***Style 2*** – More specialized than the normal car, this vehicle boasts aerodynamic components and better performing parts.

Transmission – Choose between ***Automatic*** (AT) or ***Manual*** (MT) transmission.



RULE SELECT

Change various race settings, including:

Go Race – Move on to the race.

Lap – Change the number of race laps by moving the directional buttons, left analog stick or steering wheel ➡ or ⬅. The number of laps you can select differs depending on the game mode.
(Note: you can't change the lap number on the hill course.)

Boost – Toggle the boost on or off. When it's on, you get a speed boost during the race depending on your rank.

CPU Level – Set the difficulty level for the computer opponent during a single race.

RACE FINISH

At the end of the race you'll see the following screens:

Result – Your race results are displayed.

Ranking – When you record a good time in Time Attack Mode, you'll now see the Ranking screen. The rank you achieved is shown and you can enter your name.

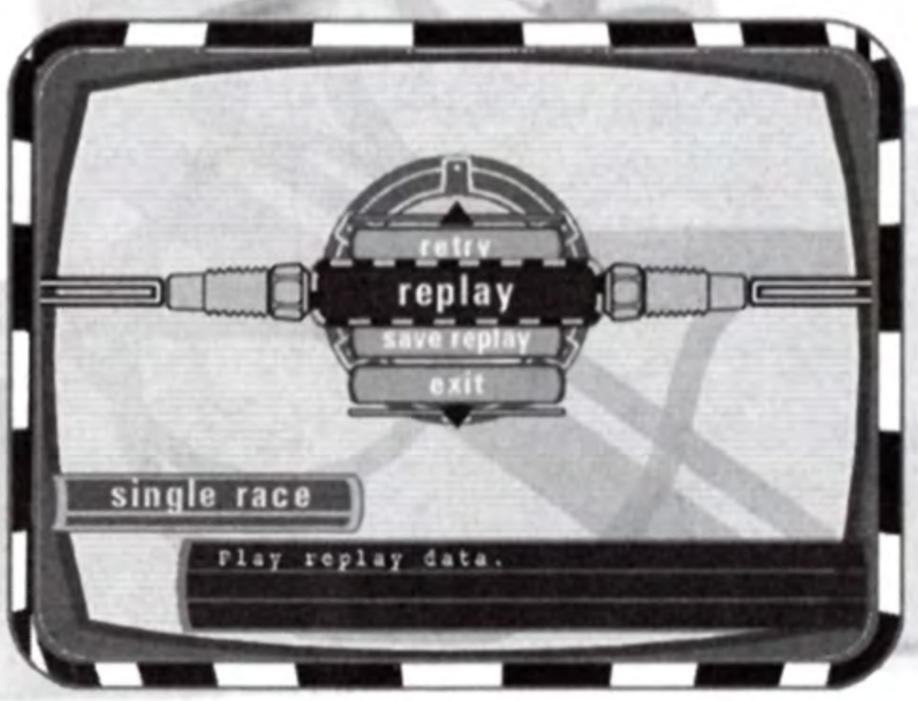
REPLAY MENU

Retry – Retry the race using the previous settings.

Replay – Replay footage from the last race.

Save Replay – Save your replay data. Once you do this, besides being able to play your replay save data whenever you want, you can also edit your replays in the VJ & Theater. You may need up to 2,048KB of free space on a memory card in order to save replay data.

Exit – Return to the Game Mode Menu.



GARAGE LIFE

Participate in a variety of races in your customized car. This is ***AUTO MODELLISTA***'s main mode, in which you race, change autos, tune up your vehicle and customize your race car. This game doesn't use money, so you can freely choose whatever parts you want. Since the parts and cars available improve with your game progress, it pays to keep racing!

Race – Participate in one of the many races, which are individually customized based on difficulty level. To participate in some of the more difficult races you must win other, easier races.

New Car Race – Based on how well you race you can be awarded a new car to drive.

Customize Car – Customize your car. There are two main categories: Tune Up and Dress Up. You can tune up not only the parts that will give you the speed to win races, but also the appearance of your car. Also, if you do well enough in a race you will get new, more powerful add-on parts. You can also use your customized car in Arcade and Network Modes.

Customize Garage – You can also customize how your garage looks. Design your garage to fit your style. If you do well in a race you can get add-ons for your garage.

GARAGE LIFE MENU

Change Cars – Switch cars in your main garage.

Tune Car – Tune up the car in your garage. (See page 13.)

Garage Design – Change your garage name and patterns. (See page 18.)

Sub Garage – Log your car into your sub garage. You can edit the data for the car in your sub garage, and copy car save data from another memory card into this one. (See page 18.)

Race – Participate in a race. (See page 19.)

Status – Check out your race standings and progress. (See page 19.)

Mail – Check the email in your mailbox. (See page 19.)

Save – Save your game data.

CHANGE CARS

Change the car in your main garage. Basically, in Garage Mode you customize and race the car in your main garage.

Sub Garage – Move the car saved in your sub garage to your main garage.

Normal Car – Move a plain car into your main garage.

TUNE CAR

Customize the car in your garage any way you want. Create a car you can be proud of!

Easy Tune Up – Tune up your car to make a model that fits the current race track by answering a few easy questions. This is geared to the player who's just learning about car customization.

Tune Up – Choose parts for each section and add them to your car. You can even change many of the precise settings for your car.

Dress Up – Change colors and outside parts to customize the outside appearance of your car.

Test Run – Take your customized car out for a test run.

TUNE UP SETTINGS

Tire – Choose your tire components (***Normal/Sport Radial/Semi Slick/Slick***).

Brake – Change brake pads. Choose between three levels of pad strength.

Suspension Kits – Add a suspension kit onto your car. Characteristics differ depending on the type of suspension you choose.

Turbine Kit – Change turbine kits. Choose between three types of kits based on power.

Muffler – Change mufflers. Types differ depending on power.

Computer – Change computer settings.

Engine Tune Up – Change engine parts.

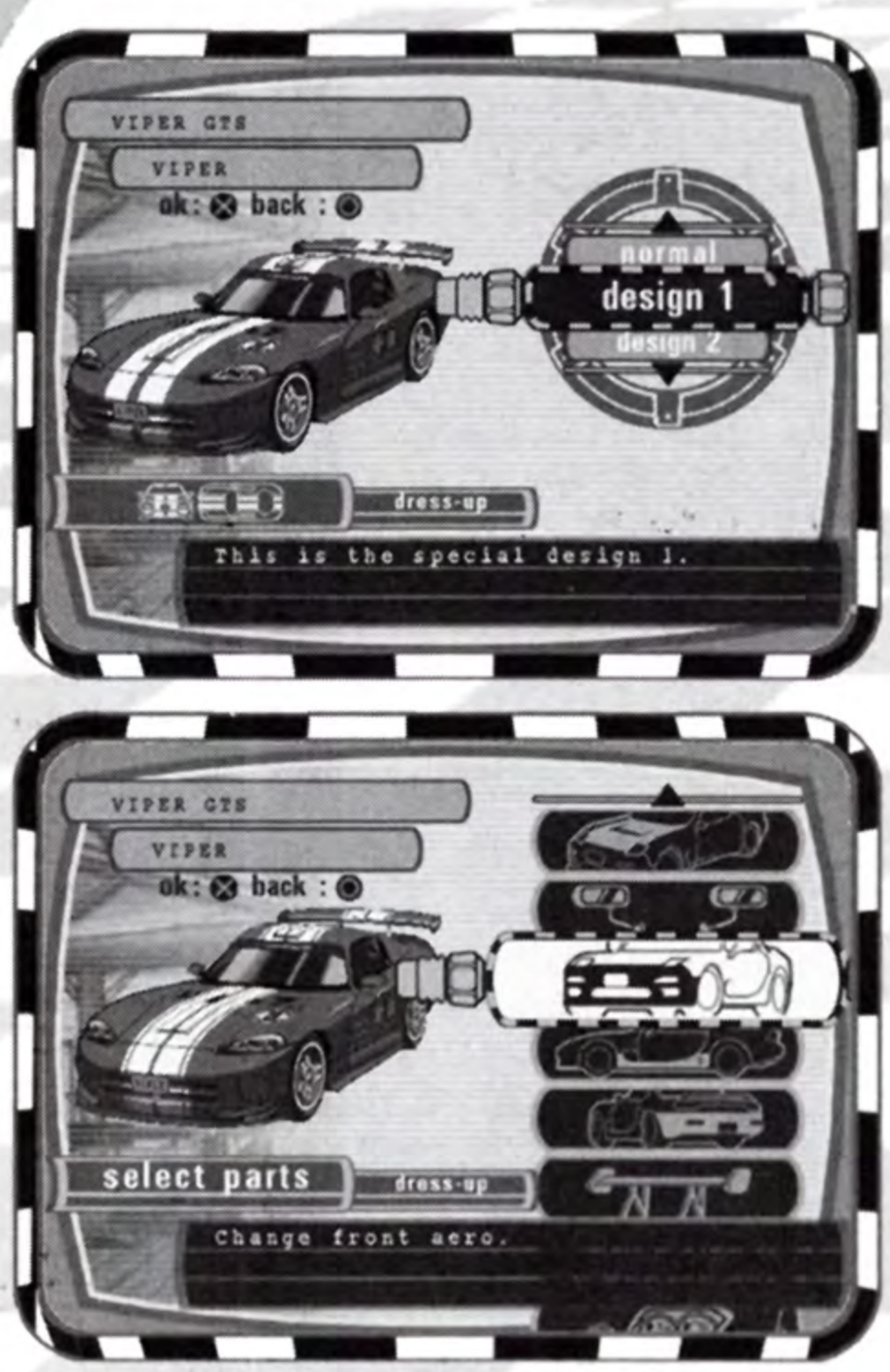
Final Gear – Change your transmission parts and increase the range of possible settings.

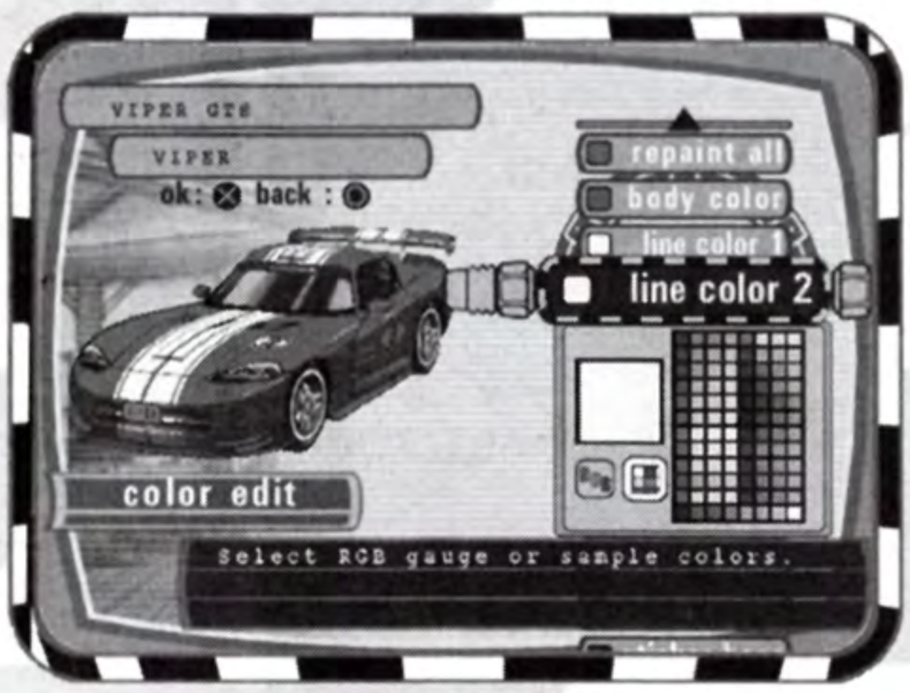
Weight – Lighten the car and increase its durability. You can remove heavy parts, equip roll bars, etc.

TUNE UP PROCESS

1. Choose a tuning option.
2. Change parts and settings.
3. Choose car parts.
4. Choose the parts maker.
5. See your tune up results.

Modelista





DRESS UP

Change colors, attachments, stickers, and other areas that deal with the car's external appearance.

DRESS UP SETTINGS

Car Design – Change the basic car design. Base designs differ depending on the car type.

Change Parts – Change various external parts. Changeable parts include hood, mirror, side, rear, spoiler, wheels and lights. (Depending on car type, some parts may not be selectable.)

Change Color – Change the car coloring. Choose between pre-selected color patterns or create your own color using the RGB function. Areas that can be colored include body, line color 1, bonnet (hood), mirror, side, rear, spoiler, rollerbar and sticker border.

Stickers – Edit and add your own original stickers. (See page 15.)

License Plate – Change your license plate and save it with your favorite letters. (See page 17.)

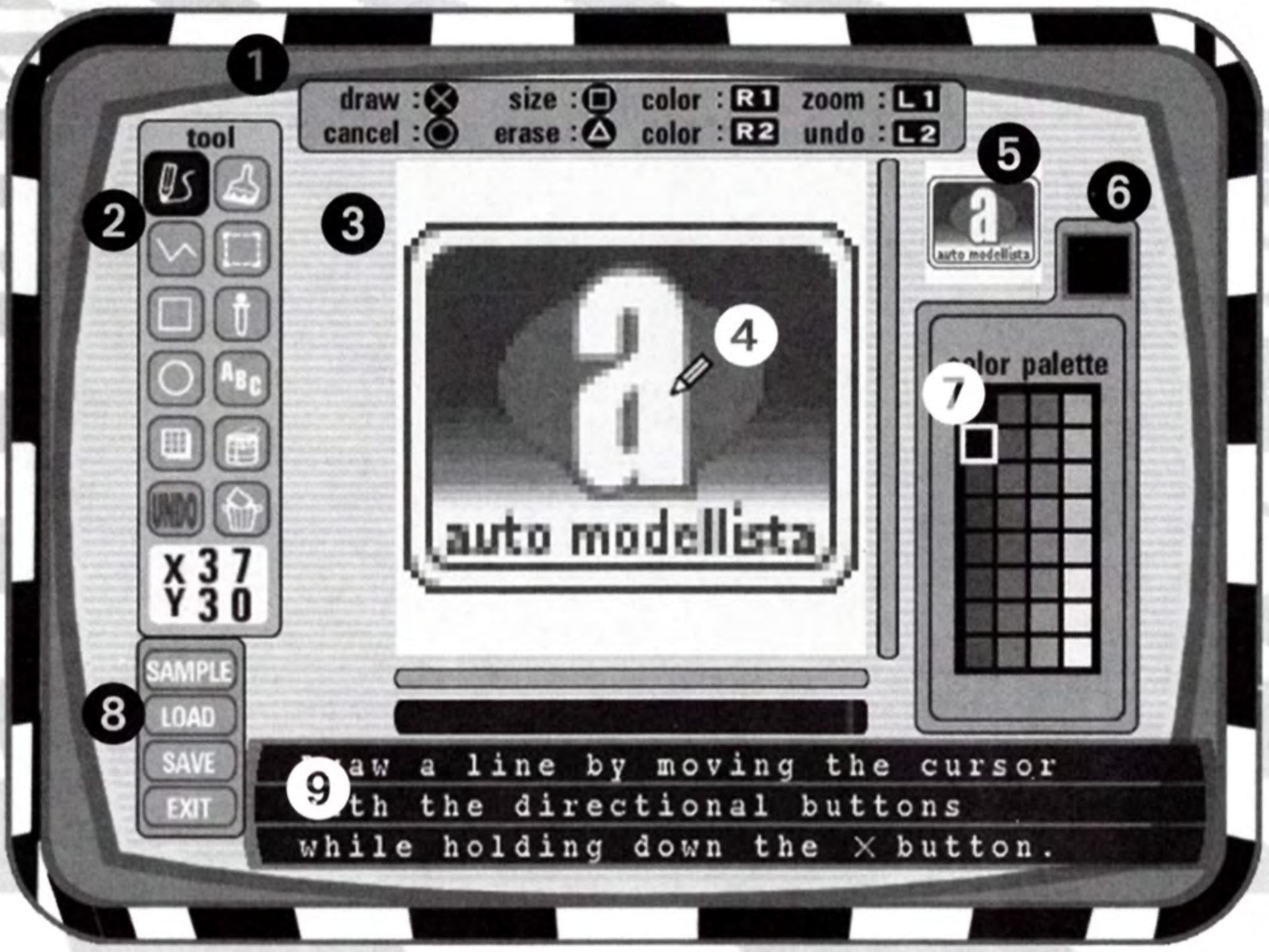
DRESS UP PROCESS

1. Change the car's basic design.
2. Change different external add-on parts.
3. Change the car coloring.
4. Edit/paste car stickers. (See page 15.)
5. Change the license plate. (See page 17.)

ABOUT THE PARTS...

All the internal and external parts in this game are used by permission of the various car part makers, but how they are added and the kind of car mixes that are created with them may be different from how they normally would be used. Also, some parts are no longer sold and don't actually work with the models in the game. ***Please do not contact any car part manufacturer with questions about this game or the parts used in it.***

STICKER EDIT



① button controls
② tool icons
③ drawing area
④ cursor
⑤ sticker display
⑥ current color
⑦ available colors
⑧ system control icons
⑨ help messages

BASIC TOOLS

Pen – Press the × button while moving the cursor with the directional buttons/left analog stick to draw.

Line – Position the cursor and press the × button to set a start point. Move the cursor and press the × button again to set an end point. A straight line will be drawn between the two points.

Box – Set start and end points (see above). Press the □ button to toggle between outline or filled in. Press the △ button to make the shape transparent. Press the × button to place the color.

Circle – Press and hold the × button in the center of the shape you want to create and move the cursor away to expand the shape. Press the □ button to toggle between outline or filled in. Press the △ button to make the shape transparent. Press the × button to place the color.

Grid – Display a grid on the drawing area.

Undo – Undo the previous action.

Paint – Place the cursor on a color area and press the × button to fill it with paint.

Select Area – Highlight an area to manipulate. When you choose this icon, the following options appear:

Reverse – Reverse the highlighted selection. Flip it by pressing the directional buttons/left analog stick.

Rotate – Rotate the highlighted selection. Press the directional buttons/left analog stick to rotate the selection 90 degrees.

Copy – Copy the highlighted selection. (Use ***Paste*** to add the copied selection to a different part of the drawing board.)

Cut – Cut out the highlighted selection.

Paste – Paste the selection you previously copied or cut.

Dropper – Move the cursor to an area showing a color you want to use and press the × button. The active color you are using will change to the newly selected color.

Text – Choose between four sizes of letters and symbols.

Color – Mix your own colors from the RGB scale. When you choose this icon, the following options appear:

Sample Color – Choose a color from the sample color grid and edit the saved color.

RGB – Adjust the RGB scale to create any color, and save it for editing.

Clear – Erase the drawing board.

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SYSTEM TOOLS

Sample Image – Load a sample image and edit it to make a customized sticker.

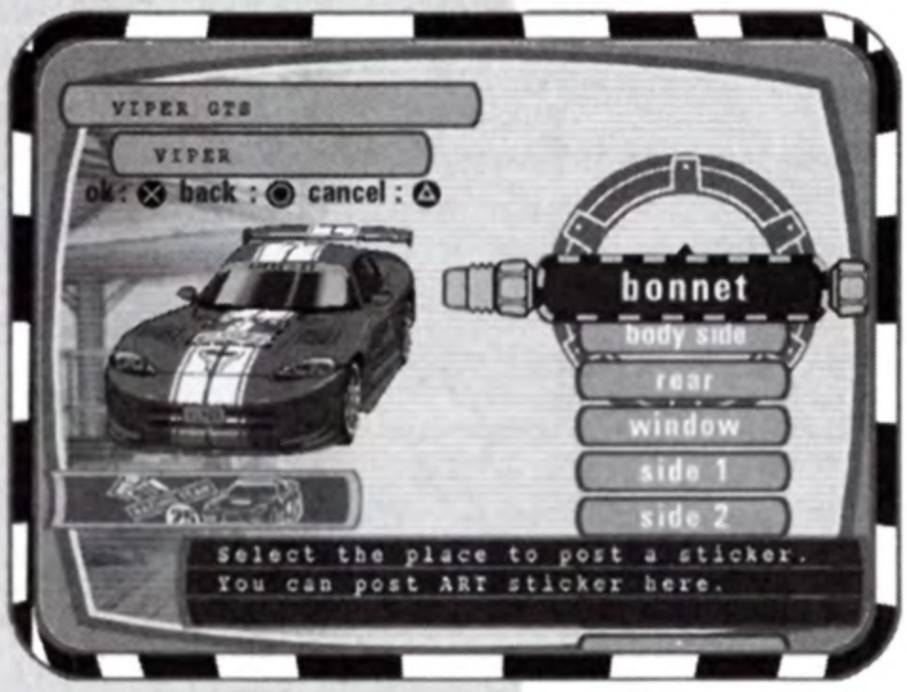
Load – Load any saved sticker.

Save – Save your edited sticker.

Exit – Quit Sticker Mode.

Zoom – Press the L1 button to zoom the image. Each press doubles the image size (up to 8x the original size).

Color Change – Press the R1 button to change the color you're currently using. You can only switch to colors in the palette.

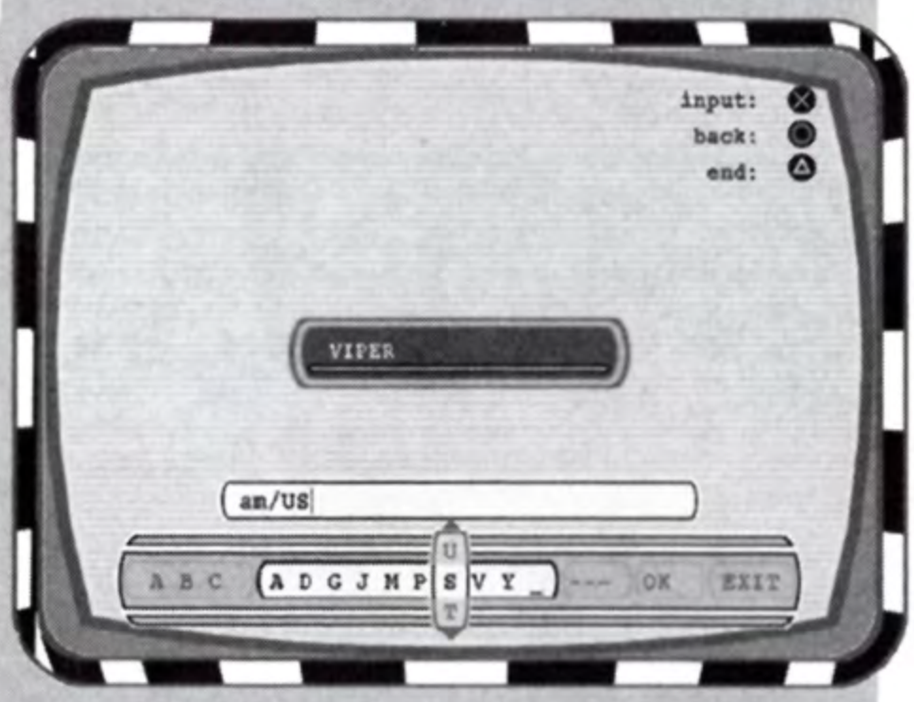


PASTE

Paste your sticker on your car. You can attach two types of stickers: Logo stickers and Art stickers. The kind of sticker you attach depends on where you want to attach it on the car. Some stickers cannot be added to certain cars. Press the △ button to remove a sticker.

LICENSE PLATE SETTINGS

Customize your car's license plate with up to 5 of your own letters and characters, and save it. (See page 18 for soft keyboard controls.)



TEST RUN

Test drive your customized car on any track and check it out!

GARAGE TUNING

Change your garage name, appearance and style. The kinds of items you can place in your garage increase as you win races.

CHANGE NAME

Change your garage name using the on-screen soft keyboard. You can also create your garage name the first time you use Garage Life Mode.

Soft Keyboard Controls

△ button . . . End
⬆ ⬇ ⬅ ➡ . . . Move cursor
× button . . . Input letters
○ button . . . Move cursor back 1 space/Erase
L1 button . . Toggle to caps/numbers

CHANGE LAYOUT

Move, add and remove the items in your garage. The following options are available:

Add an Item – Set a new item in your garage. Choose an item, then choose the location. All items use a fixed amount of space. Sometimes you will not have enough space to add the item you want.

Move an Item – Move an item to a new location with the directional buttons/left analog stick, and rotate it by pressing the L1 or R1 button.

Scrap an Item – Remove an item from the garage.

CHANGE TYPE

Change the garage type by choosing from 3 styles.

SUB GARAGE

Log your car into your sub garage. You can edit the car, and copy save data from other cars to it.

Register – Save garage car data into your sub garage.

Delete – Erase sub garage car data.

Car Copy – Copy a car from different save data. Copied cars are treated as "rental cars" and cannot be customized. You must save before turning off the power; otherwise your copy will be erased.

RACE

It's time to show who rules the track! Every race has specific clear conditions that you must achieve to proceed to a higher race level. Try to win the championship race ... and see what you get!

RACE PROCESS

1. Choose your race.
2. Adjust your race settings.
3. GO!
4. When the race is over, you'll see the following screens:

Race Results – Displays the race outcome.

End Race Menu – Provides the following options, depending on the race:

- ***Next*** – Return to race selection (Normal, Championship and Series races). Or, proceed to the next race (Circuit races only). After the final race you return to race selection.
- ***Retry*** – Run the race again with the same settings (Normal race only).
- ***Replay*** – View a replay of the last race.
- ***Save Replay*** – Save your replay data.
- ***Exit*** – Quit the race (Circuit races only).

MAIL

As you progress in the game, updates about game contents, techniques and strategies will be sent to you through email. Pay attention to this information—you can use it to your advantage. Note: this email is separate from Internet or network email.

VJ & THEATER

Watch your replay data in the Replay Theater. In the Remix Room, mix audio and video from your replay saves.

REPLAY THEATER

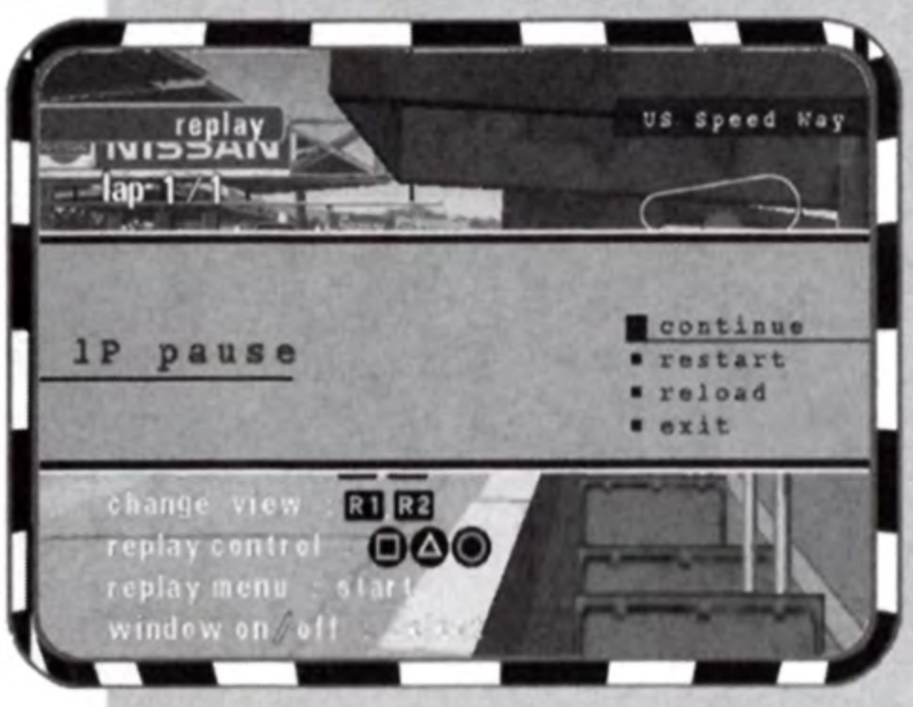
You can change camera views and turn displays on/off while playing replay data. Use the controls shown on screen. Press the START button to display the Pause menu.

Continue – Resume running the replay data.

Restart – Watch the replay from the beginning.

Reload – Choose a different replay.

Exit – Stop the replay and return to the VJ & Theater screen.



REMIX ROOM

In Free Remix Mode, you can remix the video and sound of your replays using the ***AUTO MODELLISTA*** real-time mixer. You can toggle between ***Window*** and ***Full Screen*** size when you choose VJ data.

Play File – Run the selected data file.

Change File – Choose a different file to play.

Delete File – Remove a file from the list.

Exit – Return to the VJ & Theater screen.

① ***S.E.*** – Listen to the game's sound effects.
Effect – Watch the game's video effects.

② ***Time Gauge*** – View the play time for sound, replay and source.

③ ***Main Screen*** – The mixer monitor.

④ ***Menu*** – Open the Mixer Mode Menu.

⑤ ***Help*** – Check the Help Menu for assistance.

⑥ ***Mixer Mode*** – View camera source and video effect selections.

REMIX ROOM CONTROLS

Easy Controls

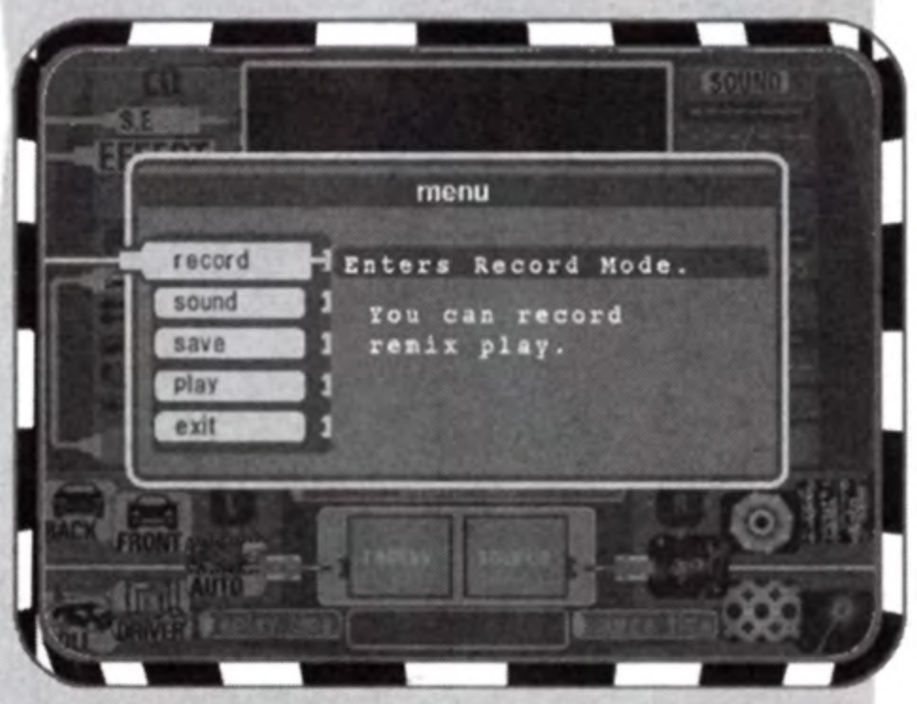
L1 button . . Panel select down
R1 button . . Sound/effect select
L3 button . . . Change/play replay camera
R3 button . . . Change/play video effect

Expanded Controls

△/□/○ buttons . . . . . Play effect
× button . . . . . Stop effect
directional buttons ↑ ↓ . . Panel select up/down
L1/L2 buttons . . . . . Panel select down/up
R1 button . . . . . Cursor selection down
left analog stick ↑ ↓ . . . . Choose replay camera
left analog stick → . . . . . Play replay
left analog stick ← . . . . . Stop replay
right analog stick ↑ ↓ . . . Choose source effect
right analog stick ← . . . . . Play source
right analog stick → . . . . . Stop source
R2 button . . . . . Change screen size
START button . . . . . Pause/Open Pause menu
SELECT button . . . . . Open Help Menu

MIXER MENU

Record – Record a video section (see below).
Sound – Select background music tracks.
Save – Save video images.
Play – Watch your recorded images.
Exit – Exit the Remix Room.



RECORD MODE

Record and watch your own video segments using the Mixer Menu. Follow these steps:

1. Choose ***Record*** from the Mixer Menu.
2. Choose the mixing level. With ***Normal***, you can use all the VJ functions to record your video. With ***Easy***, only the Effect and S.E. Effect options are available.
3. Choose ***Sound*** to select the music you'll record.
4. Return to the mixer screen, where a 3-second countdown begins. When the timer reaches 0, recording starts.
5. When the process is finished (or you press the START button), the recorder stops.
6. Choose ***Save*** to save the finished product to a memory card.
7. Choose ***Play*** to watch the movie you created

odelista

NETWORK PLAY

REQUIREMENTS

You must have the following in order to play ***AUTO MODELLISTA*** online:

- PlayStation®2 computer entertainment system.
- An installed Network Adaptor (Ethernet/modem) (for PlayStation®2).
- Broadband or DSL Internet service.
- ***AUTO MODELLISTA*** save data (containing the information in the following section).

IMPORTANT NOTES:

1. ***AUTO MODELLISTA*** does not support NAT, the use of a router, or a hub.
2. ***AUTO MODELLISTA*** does not function correctly if another device shares the Internet connection with the Network Adaptor (Ethernet/modem) (for PlayStation®2).

SETTING UP YOUR ONLINE GAME

1. Select ***Network*** from the Game Mode Menu.

2. If you have configured your network setting before playing ***AUTO MODELLISTA***, the Select Network Configuration screen appears. Select your network configuration and press the × button.

3. Select ***Edit Network Configuration***. Then select ***Add Setting*** to create a new network configuration and press the × button.

4. The Hardware Setting screen lists the Network Adaptor currently installed. Confirm the selection by pressing the × button.

Note: once you select the device, you cannot change the selection until you reset the system.

5. The Network Adaptor Start Up Disc is required to configure a PPPoE setting. You will be asked to enter the user ID and password of your ISP.
6. To use DHCP, select ***Not Required*** for the User ID and Password, and ***Auto*** for the remaining options. Press the × button to confirm and finish the set-up.
7. For the Static IP Address entry, choose ***Manual***. You will need to enter the IP address manually. Continue by selecting the different IP properties. To go to the next screen, press the directional buttons. Then configure the DNS settings.
8. Follow the on-screen instructions to name the settings and save. Then proceed with the connection test.

9. Follow the on-screen instructions again for ***Proxy Configuration***. To set up proxy settings, fill in the information obtained from your ISP proxy settings. If the ISP you are using doesn't require proxy settings, then you do not need to fill in this information.

For details about your Internet connection, please contact your Internet service provider.

CONNECTING TO THE NETWORK

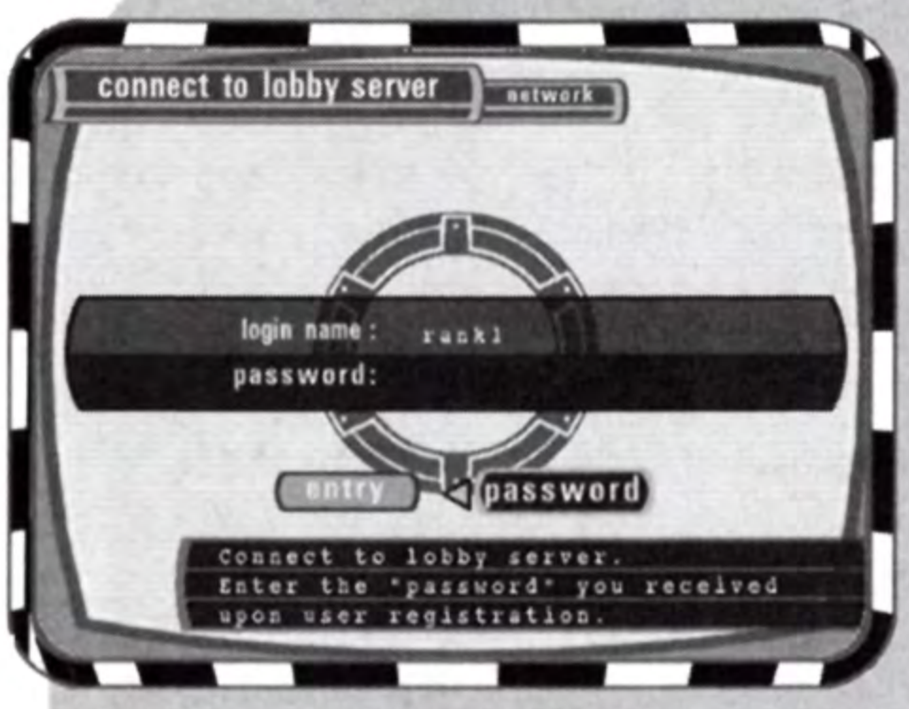
You must have a user account in order to play ***AUTO MODELLISTA*** online. The following options are available:

- ***Create Account*** – Register the user information and receive your Login ID (Username) for online play. (Your login name must be saved to the memory card in order for you to enter the Lobby.)
- ***Edit Account*** – Edit current user information and change the password.
- ***Support*** – Get help to recover your ID when it's lost from the memory card, and to receive your password by email when you've forgotten it.
- ***Play Now*** – Exit the screen and continue to Online Registration (see page 24).

Browser Controls

× button ..... Select/Confirm
○ button ..... Previous page
△ button ..... Next page
□ button ..... Reload page
SELECT button ..... Open menu window

ONLINE REGISTRATION



1. On the Connect to Lobby Server screen, enter the password you used when you registered.

2. You can optionally create a team with your friends by entering a team name.

THE AUTO MODELLISTA LOBBY

In the Lobby, select from the following options:

Race – Search for another player to race against, join a race or observe a race.

Club Meeting – Show off your car and chat with friends. When you create a club, you can determine the race title, the club password, and the maximum number of people that will be in the club.

Database – View user ranking (Best Lap) by course and check other miscellaneous information.

Press the START button to open a Pause submenu with the following options. (You may have limited access to the submenu options depending on where you are in the game.)

List of Speakers – Save a speaker's ID to the memory card.

Search for Member – Search for a member using an ID saved to the memory card.

Player List – See names of other players who joined the room. The host user appears in red.

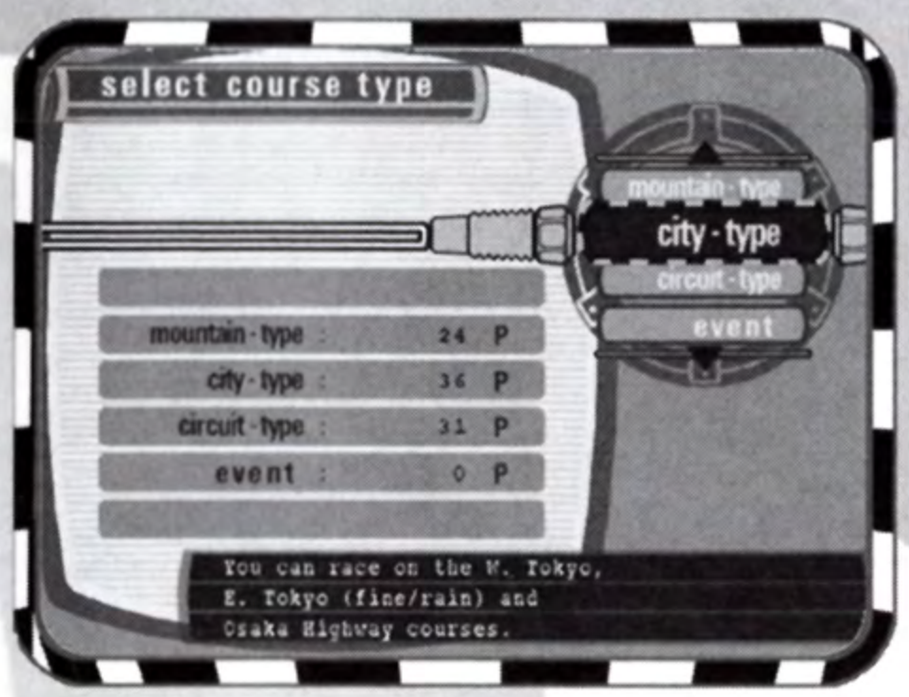
Rules – Review the rules currently set for the room.

Control Help – Review the list of button controls.

Keyboard Help – Review the list of keyboard controls.

Quit Network Mode – Log off and disconnect.

SELECTING A COURSE



Select your course from any of the available events.

USING THE LARGE CHAT ROOM

Enter the Lobby selected from the Select Course Type menu. Here you can chat with other users.

Choose ***Race List*** to see the list of available races. On the Race List:

- Select ***Vacant*** to be the host user and create the room. As the host user, you will determine the race rules using the following options:
  - ***Room Title***
  - ***Password***
  - ***Course Settings***
  - ***Needed Players (number required to start)***
  - ***No. of People (max number that can join)***
  - ***Lap***
  - ***Boost***
- Select ***Join In*** to enter a room created by someone else. When you join in a game, you can preview the race rules and then decide whether or not to participate.

USING THE SMALL CHAT ROOM

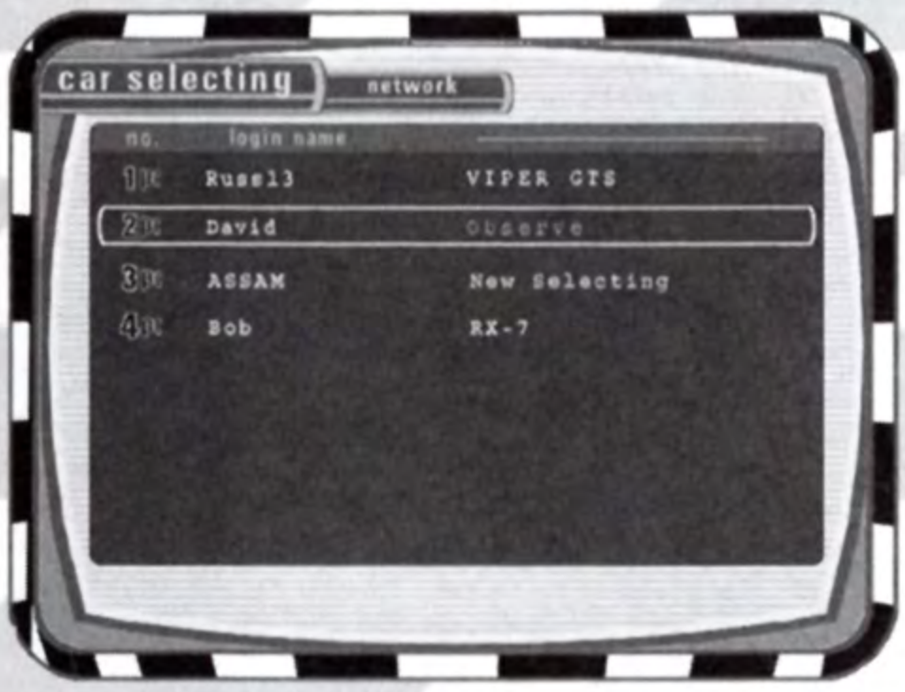
- The host determines the number of players who can enter a room, up to a maximum of 8 players.
- The host user can select ***Start*** to start the game or ***Exit*** to close the room.
- If the host user closes the room, all join-in users must return to the Race List by themselves.

playstation2

VIEWING THE PLAYER LIST

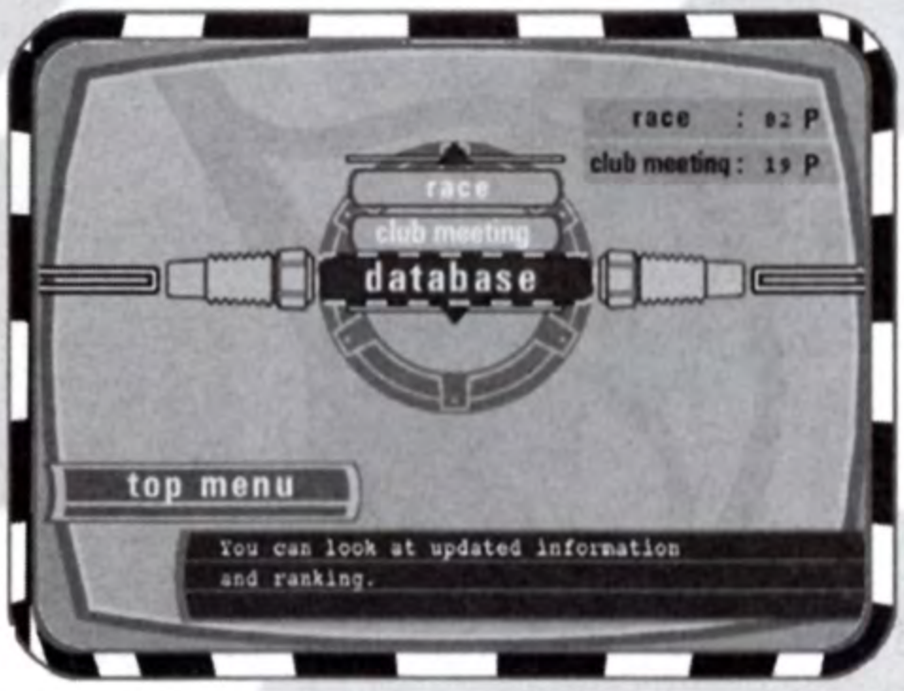
View the login names and team names of players who participated in the race. You can also check whether they actively raced or merely watched the contest from the sidelines.

SELECTING A CAR & STARTING THE RACE



Choose the type of car you'll use for this race. Once you do that, it's time to race!

AFTER THE RACE



You can see race results and other information.

1. Select ***Database*** from the Race Lobby.
2. Select ***Information*** or ***Ranking*** from the Database Menu.
3. In the Ranking screen, your Login Name, Team Name, Lap Time and Course are displayed. Your ranking is re-calculated and displayed in the game from text data received from Game Web.

RACE NOTES

RACE NOTES

RACE NOTES

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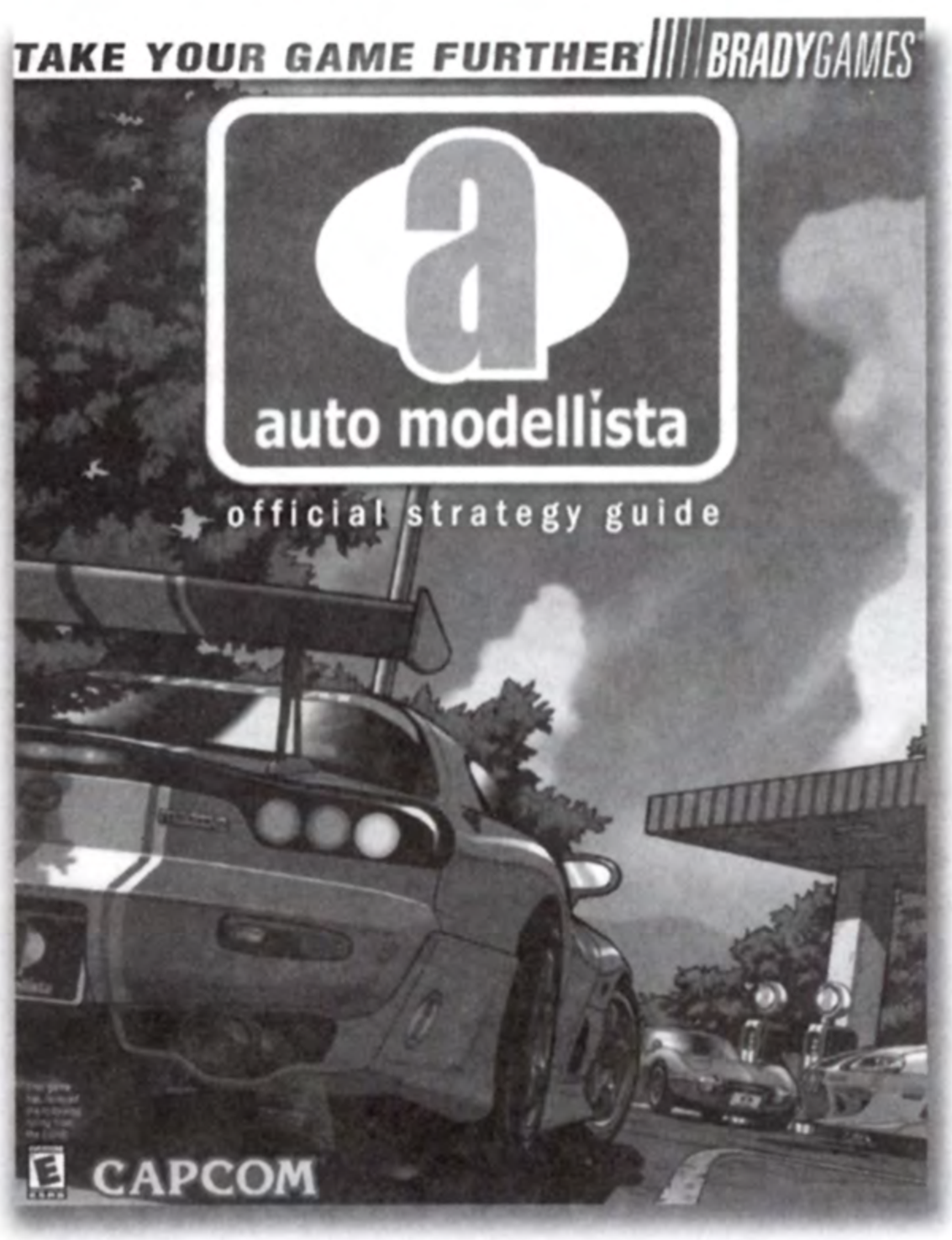

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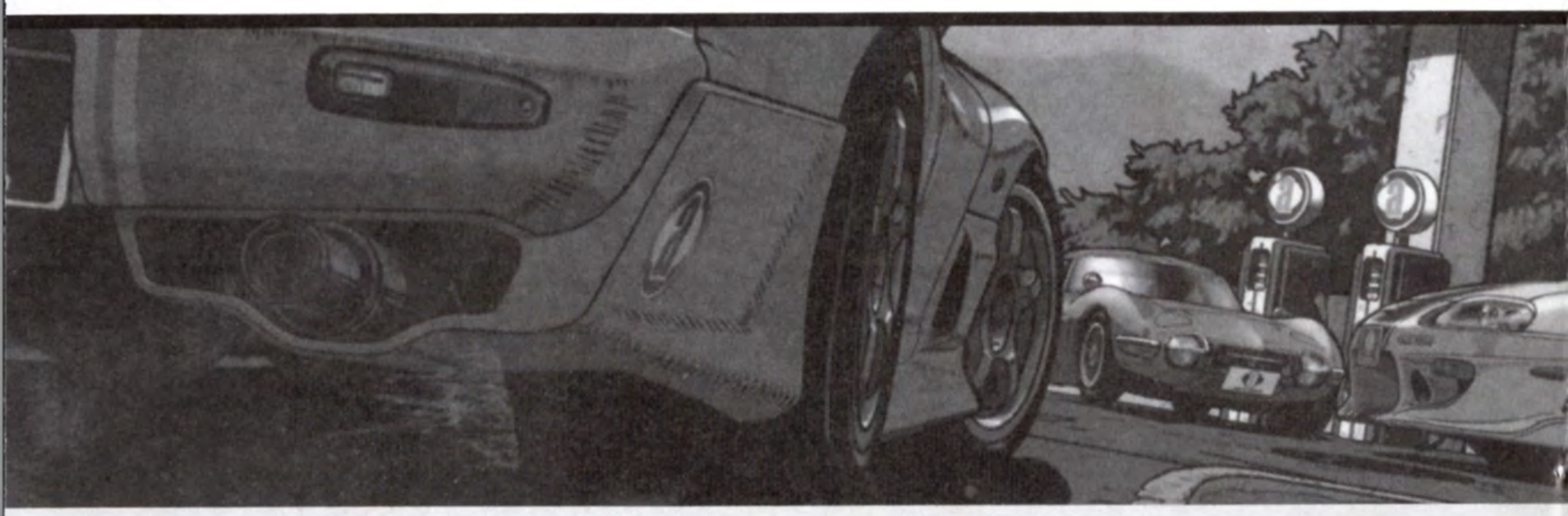

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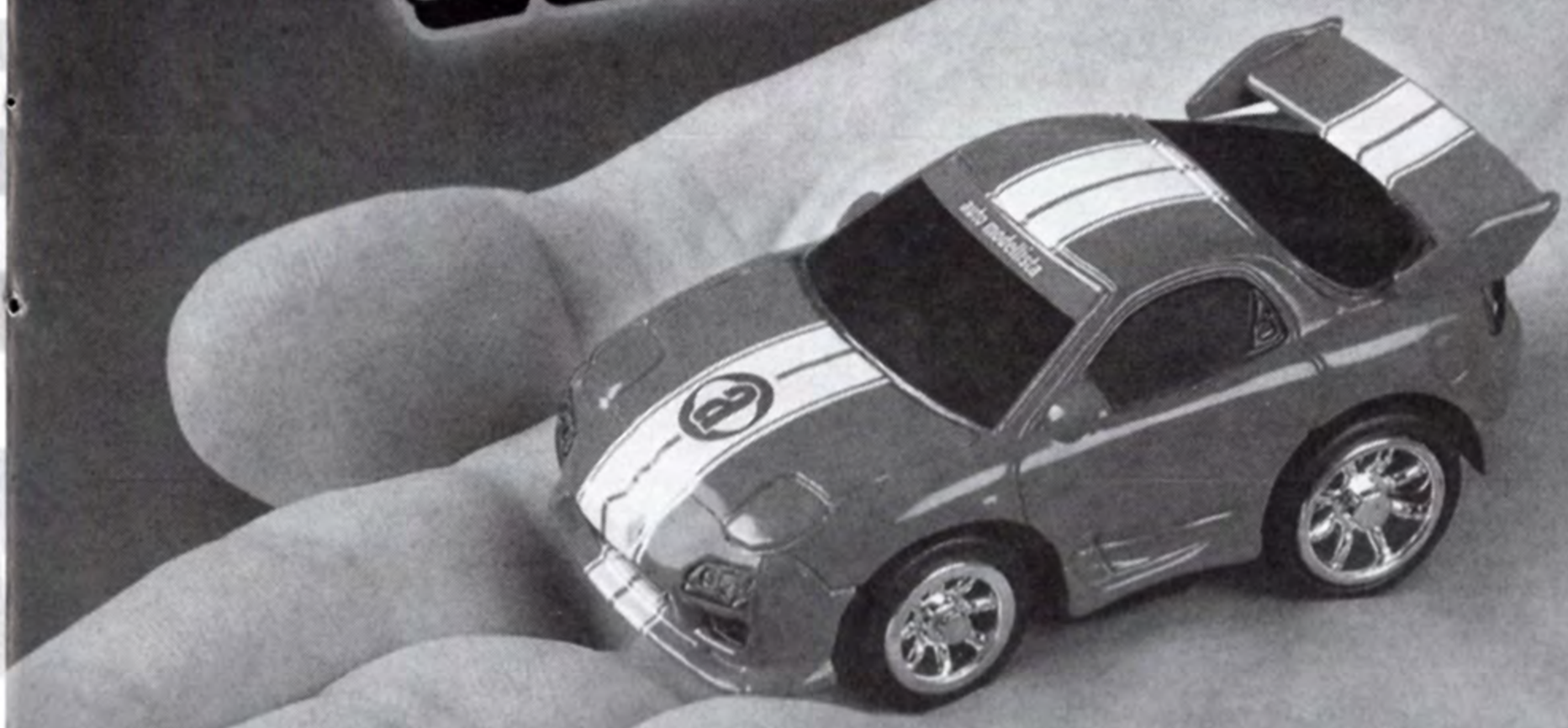

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